AMENDMENTS TO THE SPECIFICATION:

Please replace the abstract of the disclosure originally provided on page 17 of the application and amended on July 9, 2007 by the following amended abstract :

A software library using a 3D graphics engine to produce a real time 3D particle explosion effect is provided. The particle explosion effect creation tool allows users to create their own particle explosion effect by defining their own shapes in a graphics image data file and allows to graphically ~~defining~~define a plurality of explosion parameters of the video particle explosion effect in the graphics image data file. Particles are driven by a particle system algorithm that is controlled by real-world attributes such as gravity, direction and dispersion. These attributes can be keyframed by the users within a video editing application to produce specific 3D Particle explosion effects such as transitions and filters on video or graphics.

Please amend paragraph [053] as follows :

In such physical equations, we can take into account real world attributes such as position, speed and gravity. Further attributes can be used such as direction, dispersion, progression, spread, softness, etc. The position and the orientation of each vertex constituting the particles are computed at each field by the particle system algorithm depending on the effect progression and the keyframes provided by the user. As illustrated in FIG. 1, the user chooses, using the video editing controller 4432, the parameters that are going to be used for the effect. The particles can be made to vanish as they explode, the background particles can fade or go forward as the others are sent backwards, etc. The parameters are stored in the video effect storage 35 and are transferred between the video effect control module 30 and the video editing controller 32 using channel 44.

Please amend paragraph [054] as follows :

Before rendering the field result to the output surface, the video source, which has been selected by the user in the video effect control module 30, is transferred to a temporary surface with a blit command in the graphic overlay memory 34. Information is transferred between the graphics engine command interface 21 and the video effect control module 30 via channel 43. The graphics chip or engine 36 performs this blit command and all subsequent 2D and 3D operations. A border softness is then applied around the temporary surface in order to smooth the edges. Then, the particles can be rendered to the output surface.

Please amend paragraph [062] as follows :

From this process is outputted a sequence of object definition data sets and the object definition data sets each correspond to a particle explosion effect on a video source file at a particular moment or time. The object definition data sets are associated with a particular field of the video source file by the graphics chip or engine 36 to render the particle exploded video output.

Please amend paragraph [063] as follows :

At the end of the rendering, a feedback command can be sent by the graphics chip or engine 36 to the video effect control module 30. The feedback command indicates that the chip or engine 36 has completed the 2D and 3D operations.

Please amend paragraph [064] as follows :

FIG. 6 is a flow chart of the rendering operations described previously. The user first enters parameters 85. The selection of the video sources is then made 86. The video source is blit into a temporary surface 87. The border softness is applied to the video source 88. The particles are texture mapped with two texture stages, the particle

shapes and the video source 89. Finally, the information that the graphics engine has completed the 2D and 3D operations is sent to the video effect control module 30 via feedback command 90.